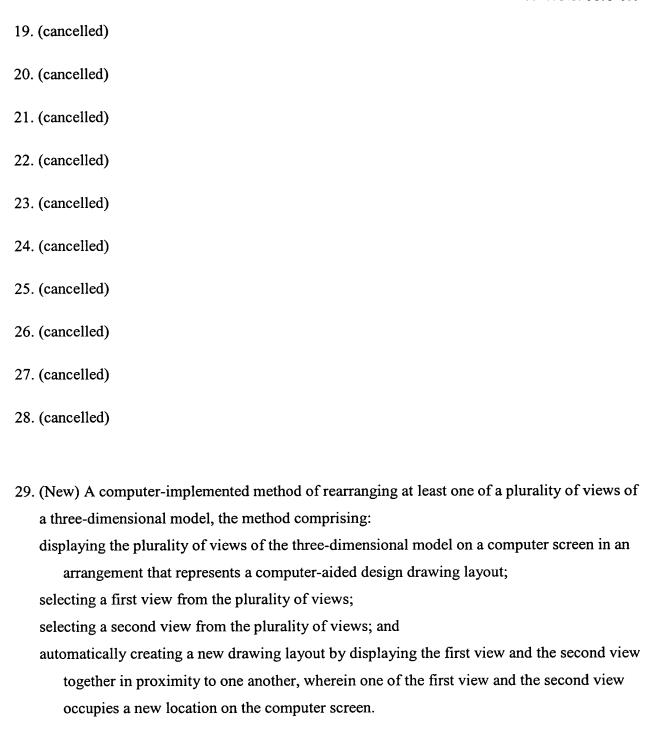
This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- 1. (cancelled)
- 2. (cancelled)
- 3. (cancelled)
- 4. (cancelled)
- 5. (cancelled)
- 6. (cancelled)
- 7. (currently amended) A <u>computer-implemented</u> method of [displaying two] <u>arranging a plurality of views of [an object] a three-dimensional model, the method comprising: displaying the plurality of views on a computer screen in an arrangement wherein the <u>arrangement represents a computer-aided design drawing layout;</u> selecting a first [one of the] <u>view from the plurality of views;</u> selecting a second [one of the] <u>view from the plurality of views;</u> and <u>automatically moving at least one of the first view and the second view[s so that] to position the first view and the second view[is] in <u>closer proximity to [the second view] one another thereby creating a new arrangement representing a new layout.</u></u></u>
- 8. (currently amended) A method, according to claim 7, [wherein, if the first view is a projection of the second view, moving at least one of the views includes snapping the views into alignment] further comprising automatically aligning the first view and the second view in accordance with a conventional drafting standard by snapping at least one of the first view and the second view into a position as prescribed by the conventional drafting standard.

- 9. (currently amended) A method, according to claim 8, wherein aligning the first <u>view</u> and <u>the</u> second view[s includes using <u>lutilizes at least one transformation</u> [matrices] <u>matrix [associated with] for at least one [each] of the <u>first view and the second view[s]</u>.</u>
- 10. (currently amended) A method, according to claim 9, wherein the transformation [matrices] matrix for one of the first view and the second view[correlate] performs a mapping between relative coordinates [of each of the views with] and an absolute coordinate system.
- 11. (currently amended) A method, according to claim 7, wherein selecting <u>one of the first view</u> and [selecting] the second view [includes locating]<u>comprises positioning a cursor [arrow]on the one of the views being selected and clicking a mouse button.</u>
- 12. (currently amended) A method, according to claim 7, wherein selecting the first view [and selecting the second view includes] <u>comprises</u> dragging <u>the first view to a new location</u> and dropping [at least one of]the <u>first view[s]</u> [into closer proximity with the other one of the views]<u>at the new location</u>.
- 13. (cancelled)
- 14. (cancelled)
- 15. (cancelled)
- 16. (cancelled)
- 17. (cancelled)
- 18. (cancelled)



30. (New) A method, according to claim 29, further comprising hiding unselected views.

- 31. (New) A method, according to claim 29, wherein selecting the first view comprises positioning a cursor over the first view and clicking a mouse button.
- 32. (New) A method, according to claim 29, wherein selecting the first view comprises dragging the first view to the new location and dropping the first view at the new location.
- 33. (New) A method, according to claim 29, wherein selecting the second view comprises dragging the second view to the new location and dropping the second view at the new location.
- 34. (New) A method, according to claim 29, further comprising automatically aligning the first view and the second view in accordance with a drafting standard by snapping at least one of the first view and the second view into a position as prescribed by the drafting standard.
- 35. (New) A method, according to claim 34 wherein the drafting standard is one of an ANSI standard and an ISO standard.
- 36. (New) A method, according to claim 8 wherein the drafting standard is one of an ANSI standard and an ISO standard.
- 37. (New) A method, according to claim 7 wherein unselected views are hidden.